



INDEPENDENT AND
UNOFFICIAL GUIDE

MINECRAFT WORLD



Getting Started With
FORGE

ESSENTIAL
GUIDE TO
GOLEMS

EPIC
MINECRAFT
PREVIEW!

What's going on in
the months ahead

TOP 10
**AMAZING
HOMES**



**EXPLORING
CAVES**



**OCEAN MONUMENT
CHALLENGE**



**PRISMARINE
EXPLAINED**

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HELLO!

Welcome back to another **epic issue** of *Minecraft World*! As ever, we've **crammed the magazine** with as much Minecraft goodness as we can!

This issue, we're also looking ahead to some of the new features and additions that are arriving in Minecraft over the coming months. The **big version 1.9 update** will have the headline features, yet there are lots of little things to look forward to as well!

Our favourite part of the magazine, though? It's got to be the **amazing pictures, creations, ideas and suggestions** you've been sending our way! Our letters page has got **even bigger** this issue - and if you've been up to something in Minecraft, why not write in and tell us about it? You'll find all the details on **page 44**.

Also, for the many who've been asking, you can now **subscribe to *Minecraft World*** too! Details are on **page 42**!

We'll be back on **12th November for issue 7**. Until then, enjoy this issue, and happy Minecrafting!

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MINECRAFT GOODIES!


*Terms and conditions apply. Full details on the back cover!

WHAT'S COMING UP IN MINECRAFT?

One of the great things about Minecraft is the free updates. As well as lots of small updates, which fix bugs and tweak small parts of the game, the team at Mojang is always working on a big update that will add loads of new content to the game when it's finally released!



You can't block with a sword, but you can block with a shield!



What it looks like when you dual-wield

Uersion 1.8 of Minecraft came out in September last year, and the next PC version will be 1.9. Although we don't know exactly when it will be released, it shouldn't be much longer – maybe even by the time you read this! If it isn't, we expect it to be released before Christmas, but unfortunately there's no way to know just when.

Every update to Minecraft has a nickname, and this one is called the "Combat Update" due to the focus on weapons and fighting, but there are

a lot of other new things in it too! To see these new features first, you need to be running the PC version of Minecraft, which is always the most up-to-date.

So that you know what to expect, we've taken a look at all of the features currently being tested for the latest PC version of Minecraft. Don't worry if you play another version, as all of the awesome features you'll see in the next few pages will be coming to the Console and Pocket Editions some time in the future.

BETTER FIGHTING

It's no coincidence that the 1.9 update is nicknamed the Combat Update, as many of the new features are related to fighting. The biggest introduction will be dual-wielding, which will let you hold two tools, items or blocks at once.

This feature will allow the use of the new shield item, so you can use a sword or axe with your main hand and hold a shield for blocking with the other. You won't be able to use swords to block attacks any more, though!

The game will also introduce an "attack strength" mechanic, which means your attacks can either be quick and weak or slow and powerful. Hitting attack rapidly will cause lots of slightly weaker attacks, but if you wait for your weapon to raise back to its starting position before hitting attack, the strike will do more damage.

As part of the combat overhaul, the attack strength of tools is also being rebalanced. Axes will be much stronger, swords and pickaxes slightly weaker, and shovels slightly stronger. The attack speed of hoes will now be affected by the material from which they're made.

Finally, when you do a strong strike against an enemy, small heart particles will show you just how much damage you've done to your foe.

Weapons now have specific stats for speed and attack



Heart particles appear when you strike enemies

NEW STATUS EFFECTS

Two new status effects are being added. Levitation causes the player to float into the air, and glowing adds a glowing outline to the player, which can be seen even through walls, temporarily preventing you from hiding from other players (or mobs hiding from you!).

The glowing effect puts an outline around this witch

NEW WEAPONS

Spectral arrows will deliver the glowing effect to their targets, and can be crafted by surrounding arrows with glowstone dust. Arrows will also now be combined with splash potions to deliver other status effects onto their targets – a total of 14 different arrow types will exist, including spectral and potion arrows.

Shields are also being added, allowing players to block attacks and protect themselves from arrows. Shields can only be repaired on anvils and, while they can't be enchanted directly, it will be possible to combine them with enchanted books. They can also be applied to banners to form a new shield pattern.

All the new types of arrow



Lingering splash potions stick around for a short time

You can collect this dragon's breath in a bottle

NEW POTIONS

The new splash water potion will have no special effect on the player, but can be used to put out fires on the block it lands on and the four blocks immediately adjacent to it.

Players will also be able to collect the ender dragon's new attack – dragon's breath – inside bottles, then use it to turn splash potions into lingering potions. When you throw a lingering potion, its contents will remain on the ground and inflict the relevant status effect on anyone who touches the puddle of particles.

NEW MOB

The shulker mob (short for "shell lurker") can be found in End cities and End ships. It pretends to be a block of purpur, then attacks you when you get close, shooting homing projectiles at you, which cause the levitation effect. Sometimes it opens its shell a little so that you can see the creature inside, and when struck under these conditions it's slightly more vulnerable to damage.

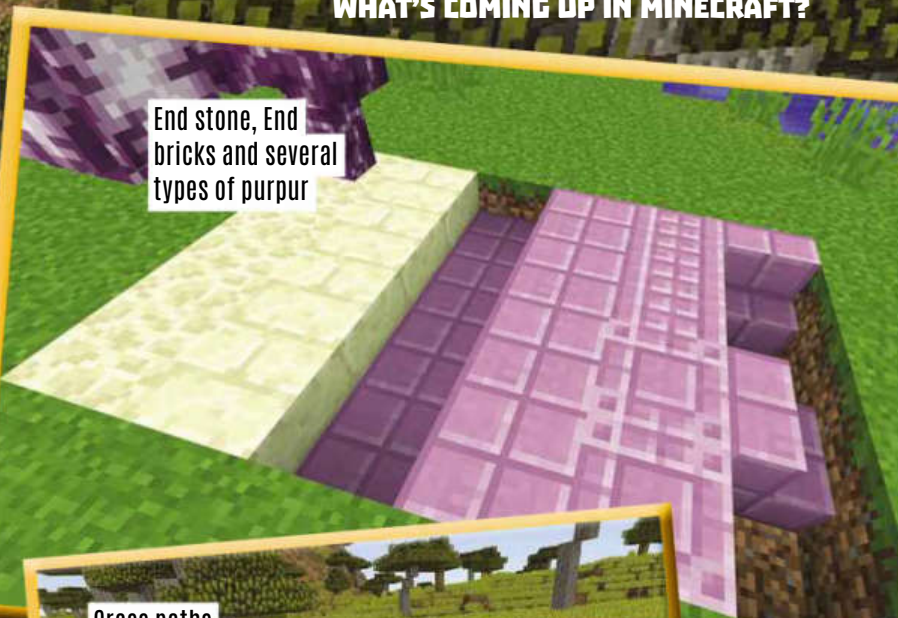
The new shulker mob




NEW BLOCKS

Most of the new blocks will appear in the End. End rods are a new type of torch that appear in End cities. End city dungeons are made of End stone brick (stone bricks crafted from ender stone) and purpur. This is a purple block crafted from chorus fruit, which can be turned into slabs, stairs and pillars.

The Overworld will also feature grass paths, which generate in villages and can currently be found in the Windows 10 Edition of Minecraft.



End stone, End bricks and several types of purpur



Grass paths will be available in the PC version




Now exit portal frames exist before you kill the dragon

PORTALS CHANGES

Nether portals, previously restricted to a 2x3 size, can now be built in much larger configurations simply by building a bigger portal frame. The exit portals they generate will remain the default small size, though – at least for now.

In the End, there are going to be new types of portal, which will allow you to teleport to other islands on the End, making exploration easier. The exit portal that allows you to leave the End and return to the Overworld will now generate before you kill the ender dragon, and activate once it's killed.



Nether portals can now be much larger

NEW END

The End is to be expanded to contain a number of islands to explore. These surrounding islands will contain a new type of tree – chorus tree – as well as End cities (strange endermen-housing villages) and End ships. You'll also be able to collect a dragon head block, which can be worn like other types of mob head.



An End city

NEW PLANTS

Beetroot, which was previously exclusive to the Pocket and Windows 10 Editions, will now be added into the PC version. This means you can craft beetroot soup and plant beetroot seeds to grow the crop form of beetroot.

Chorus fruits can be collected from chorus trees in the End and when eaten will restore health, and randomly teleport the player eight blocks in any direction! Like golden apples, it will be possible to eat chorus fruits even if you're not hungry or low on health. If you eat one while falling, it will teleport you to the ground, allowing you to avoid damage.

You can only plant chorus trees on End stone (although you can do it in any dimension). Once planted, they grow quickly and unpredictably.

Chorus fruits can be cooked in a furnace until they pop, at which point you can craft them into purpur.

You can now plant beetroot seeds to grow beetroots

Chorus trees grow quickly and weirdly

You can only plant chorus trees on End stone

Rare goodies!

ENCHANTMENT CHANGES

Although there will be no new enchantments, the sharpness and protection enchantments are now set so that the highest levels aren't so powerful that they remove all jeopardy from the game. These changes will apply retroactively, meaning existing enchanted items will have their power weakened.

MORE LOOT

End cities and End ships will contain chests of super-rare items, including enchanted armour and weapons in various materials, as well as diamonds. End ships will also contain a brewing stand – the first time the game has naturally generated one – from which you can steal pre-brewed potions.

The new End ships contain chests of rare items

GENERAL GAME CHANGES

As well as the new features we've already listed, there will be lots of smaller changes to the way Minecraft works, as there are in every update. Some of these will be completely new, some imported from other versions of the game, and others will be small tweaks to existing behaviour.

On the world selection screen, you'll see a number of new details designed to make selecting a world easier and clearer. The list of available worlds now includes a thumbnail image of the world and extra statistics, such as the game version the world was last played in and the time it was last played.

If you play in hardcore difficulty mode, the good news is that dying will no longer delete your world completely – you'll still be able to enter it again in spectator mode, but unable to interact with anything. Your work gets frozen rather than destroyed!

To accommodate the dual-wielding system, your equipment inventory will now contain an extra slot for your second hand. The box will contain a shield icon so that you can tell it apart from the other inventory slots, and when you're carrying something in it the item will appear to the left of the quickbar.

Mobs will also have access to the dual-wielding system, and 5% of all mobs generated will automatically spawn left-handed.

Finally, as in the Pocket Edition, baby animals will now generate in the Overworld where mobs can spawn, meaning they can appear without any player-motivated breeding taking place.

Baby animals will be appearing without you breeding them!

There's now an equipment slot for your spare hand

The new world selection menu

GETTING STARTED WITH FORGE

There are thousands of mods for the PC version of Minecraft, but installing and uninstalling them can be tricky. Luckily, if you aren't sure how to do it yourself, you can use Forge to do it instead

Forge is a mod for the PC version of Minecraft that makes installing other mods much easier. All you have to do is download the mod file and choose it from a menu inside the game. But how do you install Forge? And what else do you need to get started?

GETTING STARTED

First, you need to make sure you have the full version of Minecraft for PC (or Mac or Linux) installed. The Console and Pocket Editions don't support mods, only skin and texture packs.

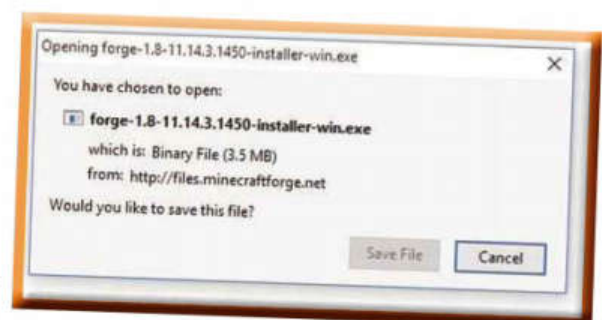
It's important to remember that even though you play it on a PC, the Windows 10 Edition also can't be modded – only the full PC version that you can buy from **minecraft.net/store** for £17.95 (don't forget to ask a parent before spending any money, though!)

You also need to download the relevant version of Forge, which you can get from **files.minecraftforge.net**. To check which version of Minecraft you're running, open the launcher and look in the bottom right.



Forge and individual mods will need to be compatible with this version, so make a note of it!

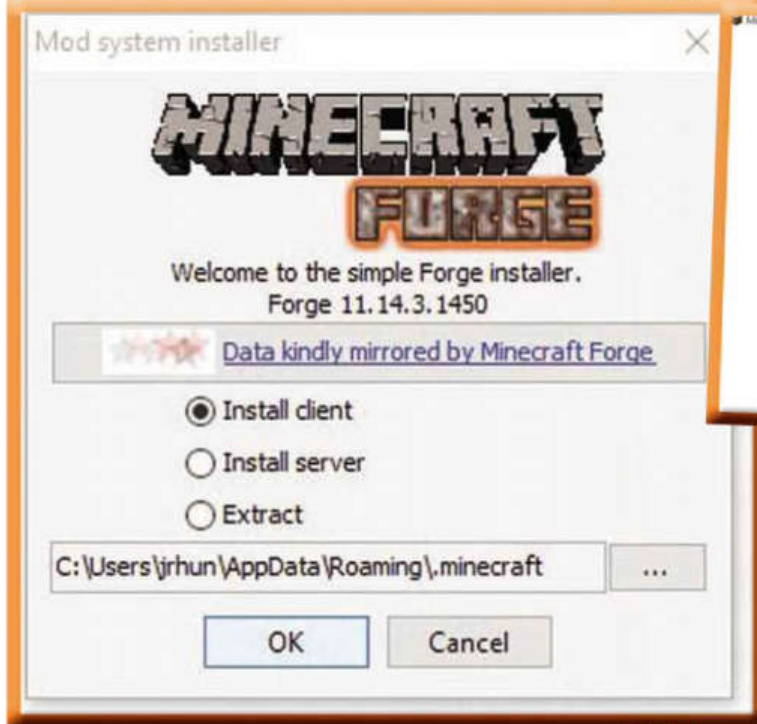
If you're using the latest version of Minecraft, you should download the "recommended" version of Forge. The easiest way to install it is to use the installer, so click on that and download the file.



INSTALLING & RUNNING FORGE

Note to readers: installing Forge is difficult and at your own risk!

To open Minecraft with Forge installed, you simply have to change the profile (found in the bottom left of your Minecraft launcher) to the Forge profile, as pictured. When you click "Play", it will download the necessary files and launch Minecraft.



If Forge has been installed correctly, you'll notice that the loading screen looks a little different. This is totally normal. The Minecraft title screen should also show information about the number of mods installed, and show a "Mods" button.

First, find the Forge installer you downloaded and run it. Be warned that if your Java version isn't up to date, you may be prompted to install the Java Runtime Environment. This is both normal and useful, so download it and install the software as directed. When you have the Java Runtime Environment installed, run the Forge installer again.

When it runs, you'll see the launch screen. Select "install client" and click "OK". It will download the necessary files and install a Forge profile in your Minecraft launcher.



At this point, quit Minecraft. Forge has installed correctly, but before you can use it you need to find and download the mods you want, and create backups of your worlds so you don't accidentally ruin them!

BACKING UP YOUR WORLDS

Some mods add extra blocks and items into worlds, so if you open an existing one it might become broken when you try and open it without the mod activated. To prevent this, make a backup of your world so that you can return to the original version if anything goes wrong.

First, open Windows Explorer and find the following folder, filling in your name as appropriate:

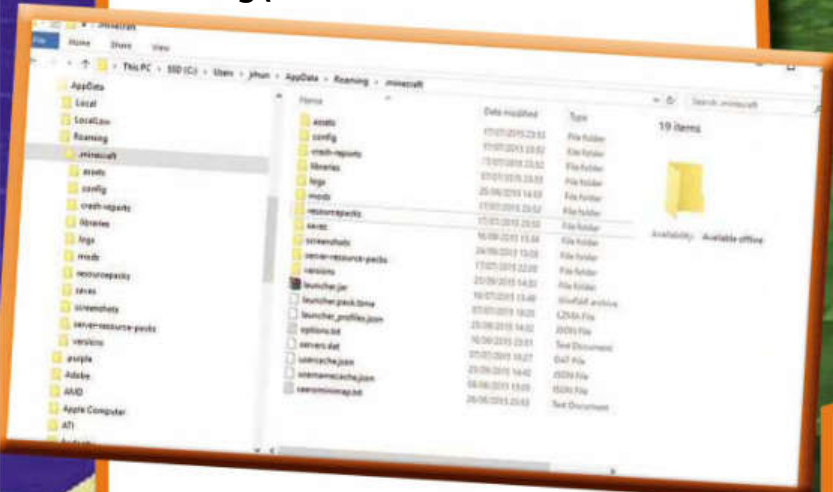
C:\Users\[your username]\AppData\Roaming\.minecraft



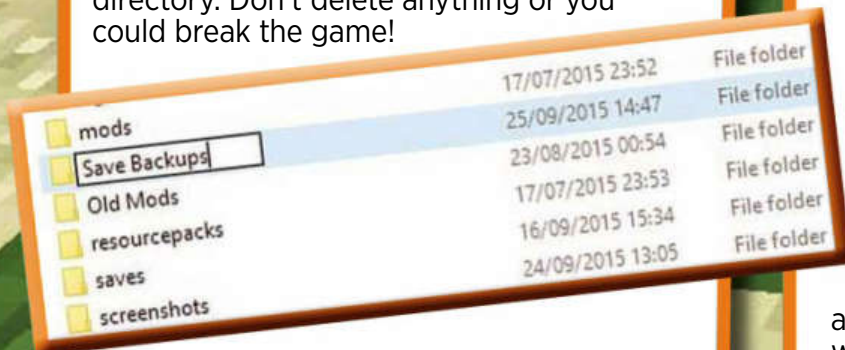
“Save Backups”. Enter the folder, right-click and choose “Paste”.

This will create a backup of your world so that if anything goes wrong you can copy it back into your saves folder and undo any damage!

When you’ve backed up any worlds you want to save, it’s time to download some mods.



This is your main Minecraft directory. Don’t delete anything or you could break the game!



Enter the “saves” directory and you’ll see another list of folders. Each folder represents one of your worlds. To make a backup, right-click on the folder and select “Copy”. Go back to the main Minecraft directory and create a new folder called

DOWNLOADING AND INSTALLING MODS

Mods can be found on a huge number of websites, but we’re going to look at **minecraftsix.com/mc/minecraft-1-8-mods** because 1.8 is the version of PC Minecraft/Forge we have installed.

Note that not all mods on the Internet are compatible with Forge, and not all Forge-compatible mods will work with the version you’re running. If a mod works only with an older version of Forge (e.g. 1.7), you can download and install an earlier version from the Forge website – it’s even possible to have more than one version installed at once!

As an example, we're going to download Xaero's Minimap mod (minecraftsix.com/xaeros-minimap-mod). Click on the download link for version 1.8, then find the file you've downloaded. It should have the extension ".jar".

You need to copy that file into your Minecraft mods directory, which is located at:

C:\Users\[your username]\AppData\Roaming\.minecraft\mods

You can keep all of your forge-compatible mods in here at the same time!

with the current version of Minecraft and/or Forge.

Click on the mods to configure and enable/disable them, and click "Done" when you're finished. You can now start a single or multiplayer game as normal and enjoy your modded game! In the screenshot below, you can see the minimap (top left) is now enabled.

Download Links for Xaero's Minimap Mod for Minecraft 1.8

> [xaeros_minimap_v1.6.3_Forge_1.8.jar](#)

Once you've done that, launch Minecraft with your Forge profile (it may take a little longer than usual to load). On the title screen, click the "Mods" button and you should see a list of your installed mods. Forge has a few mods installed by default, which you must leave enabled. If any mods are missing, it's probably because they aren't compatible

UNINSTALLING MODS

If you ever want to remove a mod completely, simply browse to the "mods" directory given above and delete its .jar file.

To return to unmodded Minecraft, either disable all of the mods manually in the "mods" page or change your profile to the default one in the Minecraft launcher (it will be listed under your username).

Remember that removing mods can break your saved games if you've played in a world with the mods turned on, so if that happens you can restore your world by copying the folder from the "Save backups" folder back to the "saves" folder and overwriting the one that's in there.



THE GOLEM GUIDE

There are two types of golem in Minecraft: the snow golem and the iron golem. You can build a huge number of both as long as you've got the right blocks. But how do you do that? And what are they useful for? Over the next few pages, we'll help you find out more



Collect snowballs for snow golems



An iron golem talking to a villager



Crafting a snow block



Crafting an iron block

WHAT YOU NEED

Building a golem requires two types of block: for snow golems, you need two blocks of snow and a pumpkin or Jack 'o' lantern; and for iron golems you need four blocks of iron plus a pumpkin or Jack 'o' lantern.

Blocks of snow are easy to find as long as you're near a snowy biome or a mountain high enough that snow falls on it. To create a block of snow, use a spade to dig up a snow layer or two, collecting snowballs, then craft the

snowballs into blocks. You should need only about eight snowballs to make two blocks.

Blocks of iron can be crafted from iron ingots (nine per block), which means you'll have to collect or craft 36 ingots before you can summon a golem, which is quite a lot to find!

It's hard to find pumpkins too. You can find pumpkin seeds in lots of different chests and plant them to grow a pumpkin, or you can look for pumpkins growing in the Overworld. They can appear on top of grass in most biomes.

HOW TO MAKE A GOLEM

To make a snow golem, place two blocks of snow on top of one another, and a pumpkin or Jack 'o' lantern on top. It will instantly become a snowman-like snow golem!

To make an iron golem, place four iron blocks in a small "T" shape, and a pumpkin or Jack 'o' lantern on top. It too will instantly become an iron golem. Note that the blocks either side of its "feet" and "head" have to be empty. Even a layer of snow on the ground can stop a golem from spawning properly, so remember to clear the ground before you activate one!

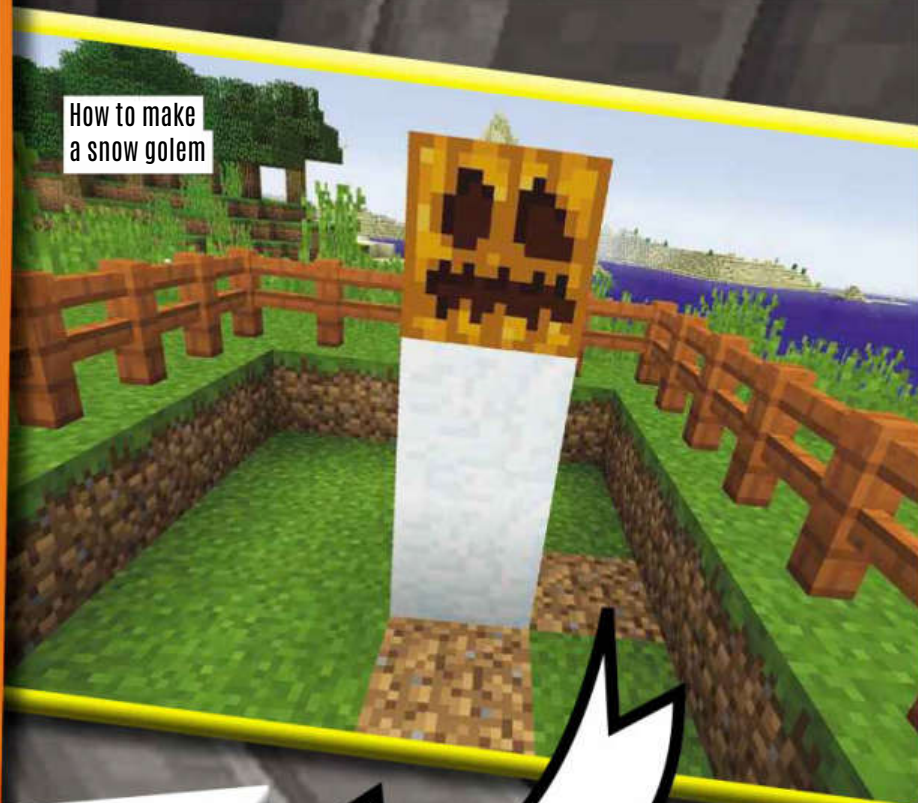
The most important thing to remember about creating golems is that the head – the pumpkin or Jack 'o' lantern – has to be placed last. If you place the other blocks afterwards, the golem won't activate.

You can also create golems automatically by using dispensers to place blocks in the correct pattern, but, again, the head must be added last. It's even possible for endermen to create golems, because they can pick up pumpkins and put them in the right place, although they don't do it on purpose!

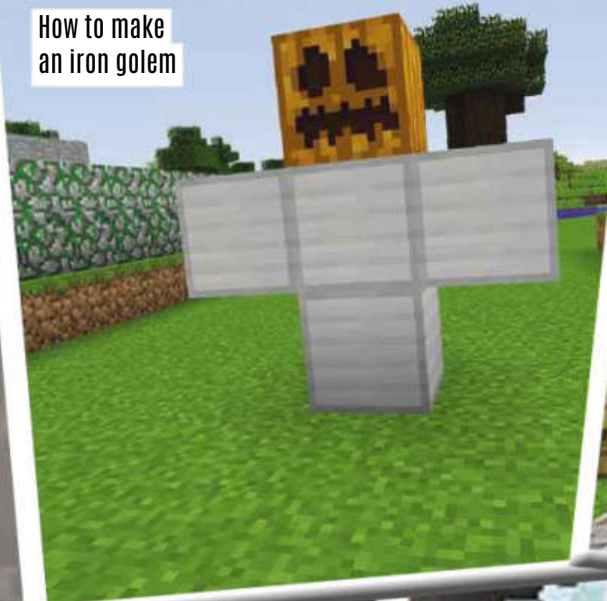
WHY MAKE A GOLEM?

Golems are used mainly for protection. They attack hostile mobs and can act as an extra target for them, which gives you more time to attack (or escape!). Golems can be put on leads and tied to posts to keep them in a specific area.

How to make a snow golem



How to make an iron golem



Some nearby blocks prevent an iron golem from appearing



SNOW GOLEM GUIDE

Snow golems have low health (four points) and are generally quite weak. They throw snowballs at any hostile mob within 10 blocks, which provokes the mob into attacking them, but the snowballs are only effective against blazes and the ender dragon. They ignore hostile wolves, but go after all zombie pigmen.

Snow golems generally ignore the player and wander around the landscape leaving a trail of snow behind them, assuming the blocks they walk on can support such a layer. This means you can use snow golems to “farm” snow, by placing them inside an enclosure and allowing them to walk around normally.

If snow golems enter a high-temperature

biome, such as desert, jungle, mesa, savanna or the Nether, they’ll take damage until they “melt”. This also happens if they stand out in the rain, or come into contact with water or lava. A potion of fire resistance will help them to survive damage from high temperatures, but not water!

In the Pocket Edition, you can remove the pumpkin from a snow golem’s head using a pair of shears.

When a snow golem dies, it will drop up to 15 snowballs, meaning you can potentially use snow golems to generate snowballs – they take eight to make but can drop slightly more. You still need to have a ready supply of pumpkins, though, so there are easier ways of getting the snow you need!

Snow golems leave snow where they walk

Water injures snow golems

A snow golem without a mask (Pocket Edition)



Iron golems have 100 health points



An iron golem handing out a flower



Iron golems protect villages

IRON GOLEM GUIDE

Iron golems are much stronger than snow golems. They have 100 health points and between four and 31 attack strength, depending on the game's difficulty level and whether they're attacking a player or not.

They can't drown and aren't hurt by falling, but they will suffocate in solid blocks, and can be injured by lava and fire. Iron golems will attack mobs within 16 blocks, except wolves and creepers.

One of the advantages of iron golems is that they have a very long reach. They can actually attack mobs through a one-block wall, even if they can't see them, so are excellent sentries.

If a village has more than 10 inhabitants,

an iron golem can spawn automatically to protect it from attacking mobs, although if you attack a villager (or have low popularity in the village) the golem will be provoked and attempt to attack you.

When not attacking, village golems patrol their villages and may hand flowers to villagers they meet. Player-created golems will follow the player and never attack them, even if attacked directly. It's possible for two golems to fight and, although an iron golem will make quick work of a snow golem, fights with other iron golems can last quite a while.

When an iron golem is killed, it will drop 3-5 iron ingots and up to two poppies (on the PC version) or up to two roses (on other versions of the game).

HOW TO BUILD A WHEAT FARM

A wheat farm is one of the most useful things to build in Minecraft. It supplies you with never-ending food and a way to breed cows and sheep. This step-by-step guide will show you how to make your wheat farm automatic

WHAT YOU WILL NEED:

- Around 3 stacks of a block of your choice
- 120 dirt blocks
- 120 seeds
- 45 redstone
- 10 redstone repeaters
- 8 water buckets
- 8 dispensers
- 1 or 2 chest(s)
- 1 button
- 1 trapdoor
- 1 hopper
- 1 sign

1



Place 11 blocks in a row along the ground, with one block on top at either end. Now place one block in the middle and eight dispensers (four either side of the central block).

2



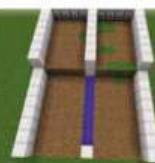
Place redstone repeaters behind the blocks the dispensers are on. Place redstone behind the repeaters. Then build a wall two blocks high around this to hide the redstone.

3



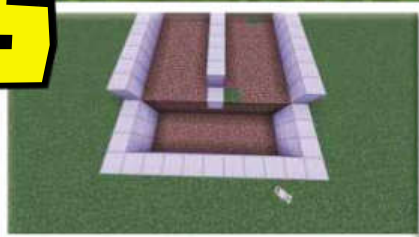
Build seven blocks on the outside of the dispensers. Place dirt in a 4x7 arrangement in front of each set of dispensers. Place water down the aisle in between the dirt, and a block at the end in line with the edge of the dirt.

4



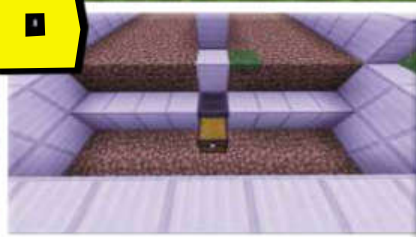
Place blocks above the water to stop items falling into it. Now dig out eight blocks along in the centre, place a block at the end and fill the gap with water. Next place eight blocks on the outside, leaving four blocks wide either side of the water where you'll plant your wheat.

5



Place seven blocks above the water, leaving the end one free. Mine two blocks down and dig a 4x11 area. Place blocks around the outside of the area, as shown in the picture.

6



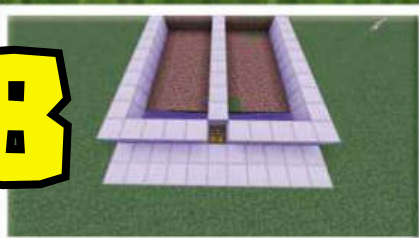
Place a chest one block away from the wall, centrally. Place a hopper leading into the chest (on a PC, to make the hopper lead into the chest, hold Shift and look at the side of the chest you want the hopper pointing into). Now place four blocks either side of the hopper.

7



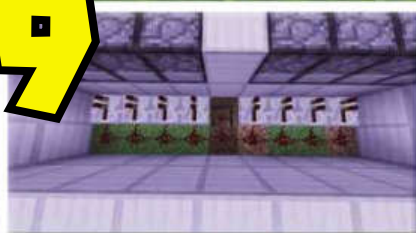
Place the sign above the hopper and place a two-block-high wall either side of the chest. Now place water at each end, so it's flowing towards the hopper. This will push the items into the hopper.

8



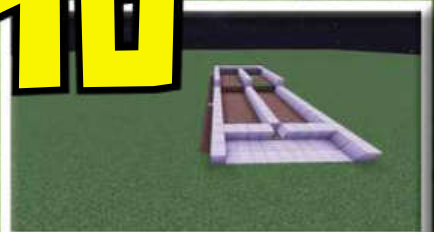
Place a block above the sign and a trapdoor next to it. Place blocks covering up the gap to create a floor. Now place blocks on top of the wall you made in step 7 and along the water's edge, as shown in the picture.

9



Now go back to your redstone behind the dispensers and lead the redstone underground, which you'll later connect to a button in the next step.

10

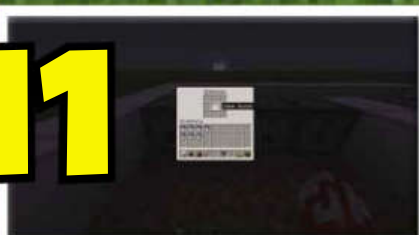


Now build out two blocks, creating a small wall, and place a button on the inside of the end left-hand block, as shown in step 13. Place redstone under the block that the button is on and leading down the left-hand side of the farm to the redstone below the dispensers. You'll need to add repeaters, as a redstone signal can travel only 15 blocks. Now cover up the redstone with dirt so it looks good.

PRO TIP

You can also use this farm for potatoes and carrots if you want to have baked potatoes or breed pigs!

11



Now go to your dispensers and place a water of bucket in each one, to wash the items down to your chest.

12



Now till all the dirt with a hoe and place seeds on the hoed ground.

13



Wait for the wheat to grow then push the button. Water will push all the crops into your chest. Press the button again to stop the water. You'll have enough wheat to make bread for days!

EXPLORING CAVES

Exploring caves is a dangerous business, but in this crazy cubic world there's just no other choice. Where else are you going to find rare gemstones? From those good-for-nothing villagers?

Don't worry, fellow explorer. What you see here before you has been passed down through generations of your kindred. It's a veteran's guide to spelunking. Heed its lessons, take them to heart, and you too shall return safe and laden with underground riches.

REMEMBER THE BASICS

Everyone starts somewhere. If you're just starting out, here's a checklist of what you must remember:

- Don't dig straight down. You never know what's beneath the block you're standing on, and if it's thin air... well, you can imagine what will happen then.
- Wear armour. Even if it's just a bit of leather armour, wear it. Crafting armour does use up precious resources, but it's will prove a worthwhile investment if it keeps you alive and prevents you from losing what you're carrying!
- Remember the Sneak

button when standing near edges. If you hold this button down, you won't fall (unless something hits you). Check the control scheme in the menu if you can't remember which button to use.

- Carry plenty of torches. Whatever amount you think is enough, take more.
- You're the Minecraft master, not the monsters! You can place and remove blocks to prevent access to certain areas, or to set up choke points to make fights easier.
- Make sure your quickbar is actually quick. Keep the most important items in your quickbar: pickaxes, weapons, torches, food, dirt or cobblestone blocks, and finally a bucket of water.

What lurks below?

MAP CAVES WITH TORCHES

Only the very worst explorers don't use torches to light their way. Those explorers don't last long, typically ending up as a spider's lunch, if not smeared at the bottom of a long drop.

But torches aren't just for lighting up your surroundings and keeping beasts at bay. They also act as a guide to where you've been, so why not position them to make best use of that fact?

Expert cave explorers place torches on the left-hand side of any cavern or cave that they're exploring. That way, when they want to head back to the surface, they just need to follow routes with torches on the right-hand side! This is a very useful way of helping you keep your bearings, particularly in caverns that seem to run on forever.

You can also experiment with leaving additional torches around narrow or harder-to-spot passageways, so that you don't miss them. It's quicker than digging out a wider passage!

Be consistent with your torch placement



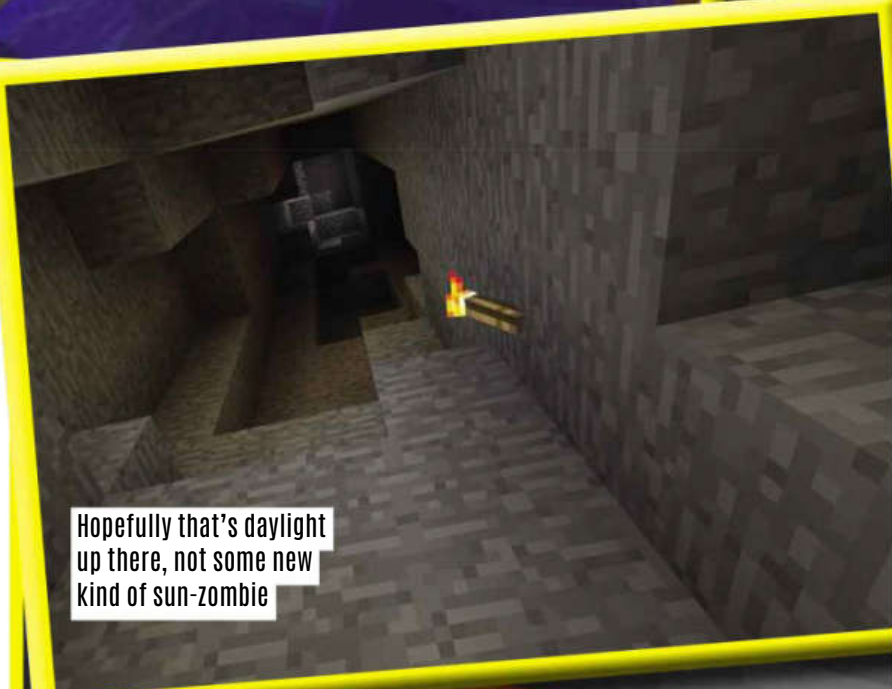
LOOK UP!

Human beings didn't evolve underground. We're used to looking around us, as well as down at what's beneath our feet, but looking up often slips our mind.

Caves can snake and branch unpredictably in any direction, including upwards, which means large, dark areas where deadly enemies may lurk.

Many's the time an otherwise experienced explorer has peered carefully over the edge of a gap, checking for danger below, only to be knocked down to their doom by a cheeky skeleton archer standing in the darkness above.

Hopefully that's daylight up there, not some new kind of sun-zombie



LISTEN OUT!

Danger lurks all around the underground realms of Minecraft. Fortunately, most deadly threats emit familiar sounds, and an experienced spelunker will learn to recognise these.

- Zombies? Moans and groans.
- Skeletons? A hollow plonking noise, like woodblocks (or, well, old bones).
- Spiders? They will make a strange whistling, slurping sound.
- Slimes? A harsh popping, slapping noise.

Creepers? Okay, these horrors are the exception to the rule... they're silent until

they start hissing, by which time it's often too late. But that hiss will still give you a second's warning, which can be enough!

Even lava emits a regular bubbling and popping sound – listen out for this when digging, as there's nothing less pleasant than removing a wall block and receiving the gift of lava in the face.

As well as learning to associate these sounds with the dangers that make them, learn to recognise the direction a sound is coming from (this is certainly easier with a good pair of headphones or speakers). Left? Right? Above or below? And, at those most terrible moments, directly behind you.

Listening out for enemies is particularly important in large, open, dangerous areas like underground ravines

USE DROP BOXES

Sometimes a spelunker's death is inevitable. Yet even death need not be the setback it could be!

It's wise to take empty chests with you when exploring caves. These can be positioned in safe, well-lit areas, near major junctions in a cave network, and used as a temporary stash for everything you've mined so far, as well as a safe place to keep spare items.

Every so often, remember to stop by your drop box, and stash all the goodies you've found within. Then, if a creeper should surprise you, or you accidentally burn up in a lava pool, you can at least respawn knowing that you didn't lose everything.

If you miss the comforts of home, you can expand on your drop boxes. Hollow out a small room, add a bed and a door, perhaps a crafting table and a furnace... hey presto, you have a home away from home!

Cosy!

GOT WOOD?

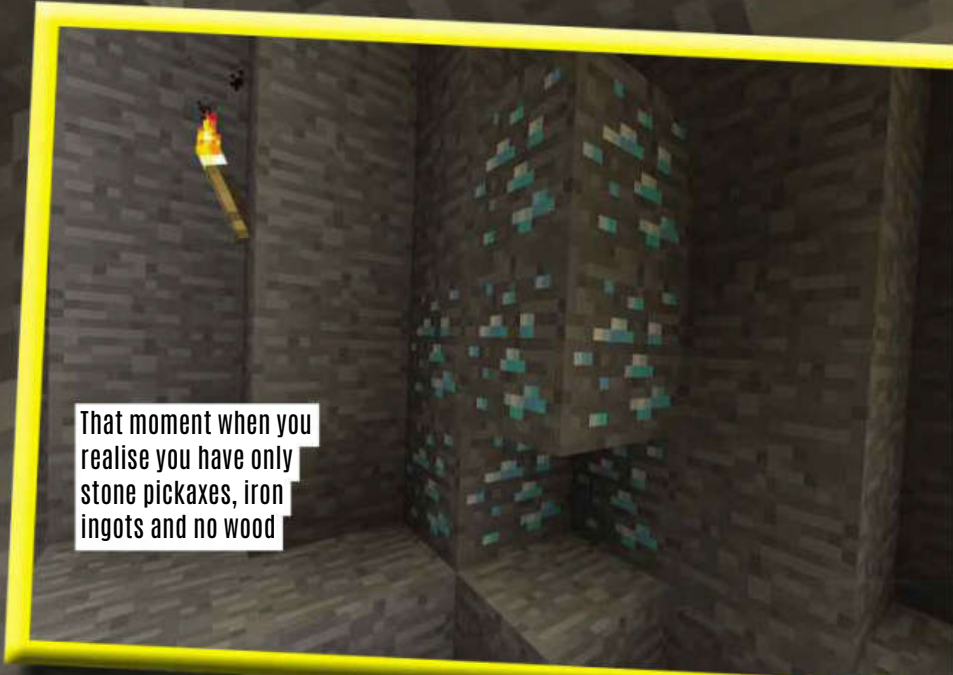
Always bring lots of wood with you. I've lost count of the number of times I've run out of pickaxes underground and had everything I needed to make more, except sticks, planks or wood.

Raw wood blocks are the most efficient in terms of space, and can be easily turned into planks and sticks as needed.

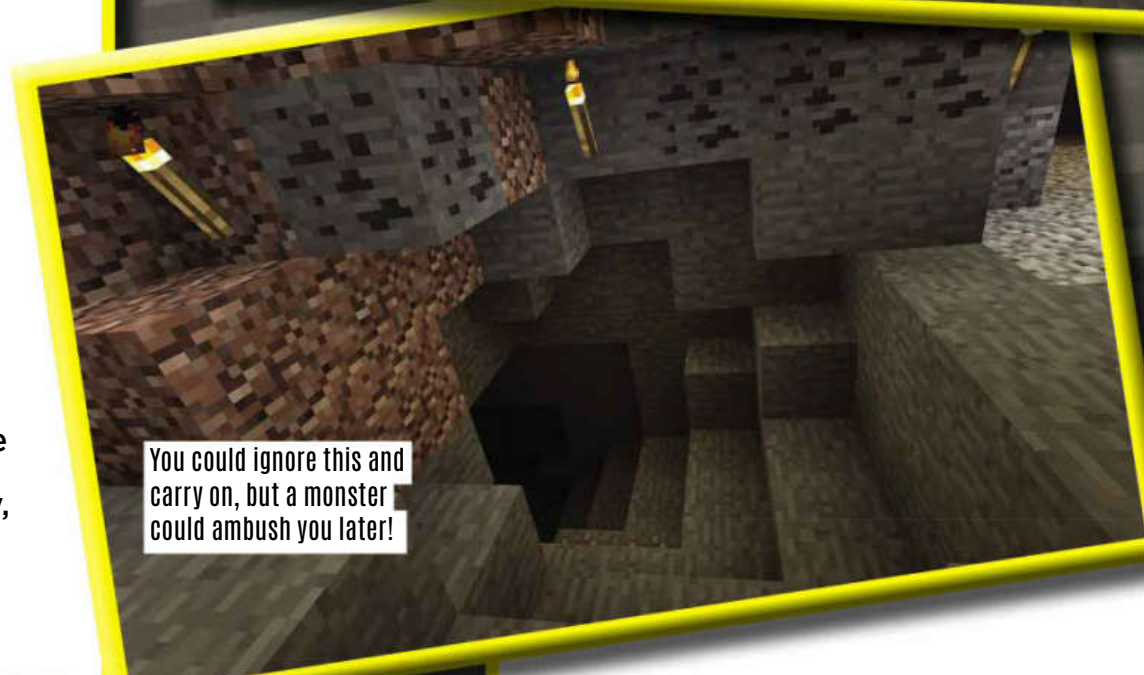
ROAD NOT TAKEN

Wise explorers will take a few steps along branching paths, just to place a torch or two, before returning to the main route they want to explore. If you do this, next time you pass you're less likely to be surprised by something unpleasant lurking around the corner!


If you're worried you'll forget which paths you have yet to explore, leave signs saying whether or not you've been that way, or add multiple torches in a triangle to make an arrow – whatever works for you as a reminder.



That moment when you realise you have only stone pickaxes, iron ingots and no wood



You could ignore this and carry on, but a monster could ambush you later!



Quickly, jump in!

MY KINGDOM FOR A BUCKET

Even the briefest dunk in a lava pool can be deadly if you don't travel prepared. Lava burns, and once you're burning it can be hard to put that fire out. But not if you carry a bucket of water with you at all times.

If you're fast enough, you can hop out of the lava, pour the water onto the ground, jump in to put yourself out, and use the empty bucket to scoop the water back up, all before burning to death. You'll be a little crispy, but better damp than dead.

NEWS ROUND-UP

MINECRAFT: STORY MODE RELEASE DATE CONFIRMED!

We've been talking about it a lot over the past few months, and a release date has finally been announced for Minecraft: Story Mode.

The first episode is set to go on sale from 13th October via digital download services, then you'll be able to buy the game in shops from 27th October. Five episodes will be made available over the coming months, and we'll have our verdict on episode one in the next issue of *Minecraft World!*

The game will be available on PC, Mac, PlayStation 3, PlayStation 4, Xbox One, Xbox 360, iOS and Android. Wii U and PS Vita versions will follow soon.

VIRTUAL REALITY MINECRAFT COMING IN 2016!

A virtual reality headset called Oculus Rift will be available for PCs in 2016, allowing you to jump into the game world of your choice. We've only had a little try so far, but we liked what we saw!

When Microsoft demonstrated the technology earlier this year, Minecraft was one of the games it used. And it looks like we're all going to be able to join in the fun!

Microsoft has confirmed that the Windows 10 Edition of Minecraft will be compatible with the Oculus Rift headset when it's launched in spring 2016.

It's unlikely that other formats will be able to enjoy the benefits of virtual reality Minecraft anytime soon, though. But we'll keep you posted as we hear more.



Oculus Rift takes
Minecraft to a
whole new level



DOCTOR WHO SKINS PACK ON PLAYSTATION

Xbox Minecrafters have been able to get their hands on the *Doctor Who* skin pack for some time. But to celebrate the launch of the new series of the show, a double pack is now available at a keener price for Sony machines too.

The pack, which brings together over 100 skins for Minecraft, spanning the full history of *Doctor Who*, is available to buy now. A trial version of the skin pack is part of the new 1.20 update that's been released for PlayStation 3, PlayStation 4 and PS Vita. The update, which is also available now, fixes issues with memory leakage and network games. Furthermore, 23 new trophies have been added to the PlayStation 3 version.

Double pack of *Doctor Who* skins now available on PlayStation



ELEMENTIA CHRONICLES BEGIN!

If you're looking for a new book to read with a Minecraft flavour, HarperCollins has just published the first in a new series entitled *The Elementia Chronicles*.

Written by Sean

Fay Wolfe, it's described as an unofficial Minecraft-fan adventure, and the first title in the series is called *Quest For Justice*. It tells the story of the Elementia server, where three characters – Stan, Kat and Charlie – soon find themselves in danger!

The book is on sale now, priced at £6.99, in the UK. Book two will be called *The New Order*, and the third and final entry in the series will be *Herobrine's Message*.

Once you've read *Quest For Justice*, be sure to write to us via our email address – **incoming@everythingmw.com** – and let us know what you think!

MERCHANDISE OF THE MONTH



We really love this Diamond Ore lamp! It looks great and has three levels of brightness, which makes it perfect for a Minecraft-themed bedroom. There's also a matching Redstone version, and even a torch for secret late-night reading.

TOP 10 ELABORATE HOUSES

A safe, secure house is one of the first things most of us build in Minecraft. But just because they're practical, it doesn't mean they can't be imaginative or very, very elaborate...

10 TAMARACK MANSION

Minecraft's blocks lend themselves to geometric, modern house designs, and there are plenty of examples on the web. But this huge mansion by Seventy6 is exceptional - a plush, cool pad built from concrete and glass, with multiple bedrooms, a library and a swimming pool. If we mysteriously became millionaires, we wouldn't object to having this as our home in real life. The windows in the roof, which let light flood in, are a neat touch.

www.tinyurl.com/MCW6TopTen10

Spooky!

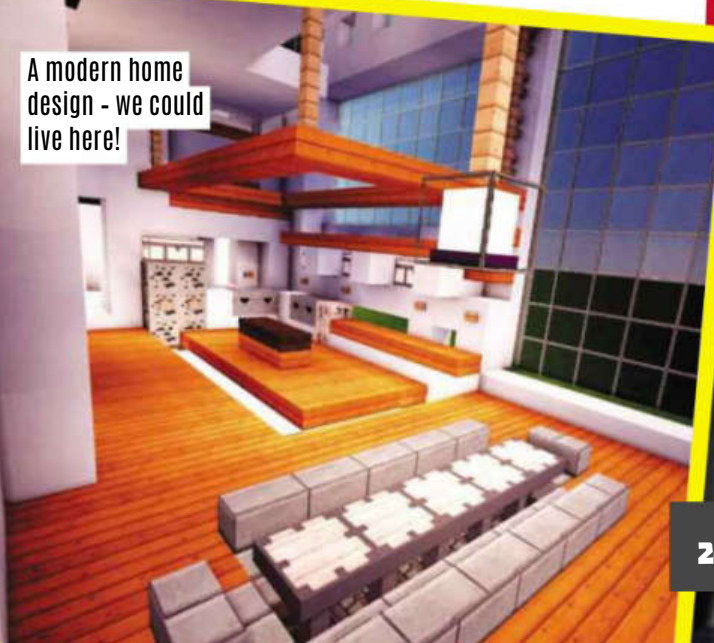


9 HAUNTED HOUSE

We wouldn't want to spend the night in this great build by Jar9, but we don't mind having a quick tour round before beating a hasty retreat to somewhere less scary! The exterior of this looming, haunted abode is based on the famous house in Alfred Hitchcock's scary film, *Psycho*. Step inside and you realise it's even bigger than it looks from the doorstep, with a huge dining room, a kitchen, a library and even a TV room. All mod cons, but still a bit too spooky for comfort!

www.tinyurl.com/MCW6TopTen9

A modern home design - we could live here!



Three garages!
That'll do...



8 NEOCLASSICAL HOUSE

Here's a traditionally designed house that's a bit more relaxing to inhabit than the previous entry. Built by MyGodness, it's the kind of suburban pile a well-to-do bank manager would buy. It has columns and balconies at the front, while inside you'll find four bedrooms, a dining room and a covered terrace out the back. Oh, and it even has three garages - the perfect place for storing old exercise equipment and other junk!

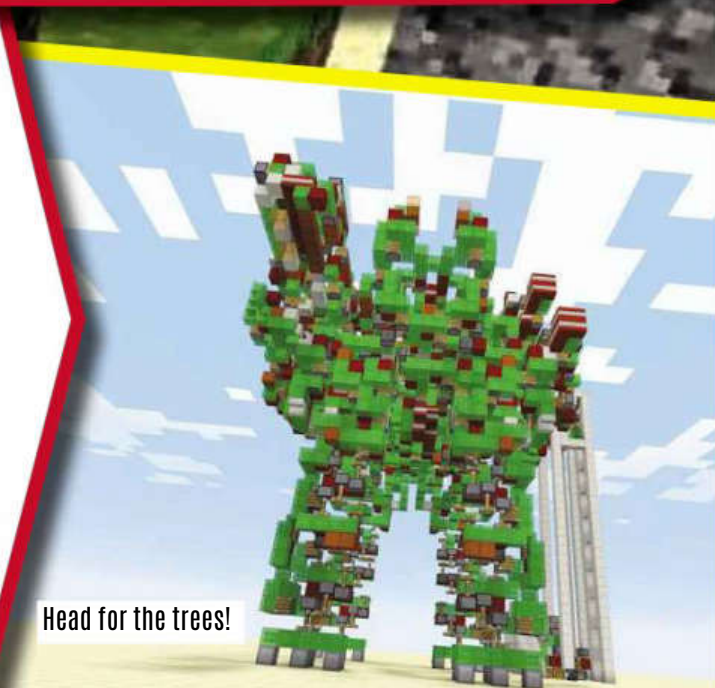
www.tinyurl.com/MCW6TopTen8

7 SERENITY TREEHOUSE

If you're looking for a dwelling that's more in tune with nature, Inferno's treehouse should fit the bill. And we're not talking about a few bits of wood hammered together - this is a network of walkways and roofed buildings, similar to the ones the Ewoks had in *Star Wars: Return of the Jedi*. Lit by torches, the treehouse has plenty of secrets to be found among its branches.

www.tinyurl.com/MCW6TopTen7

Head for the trees!



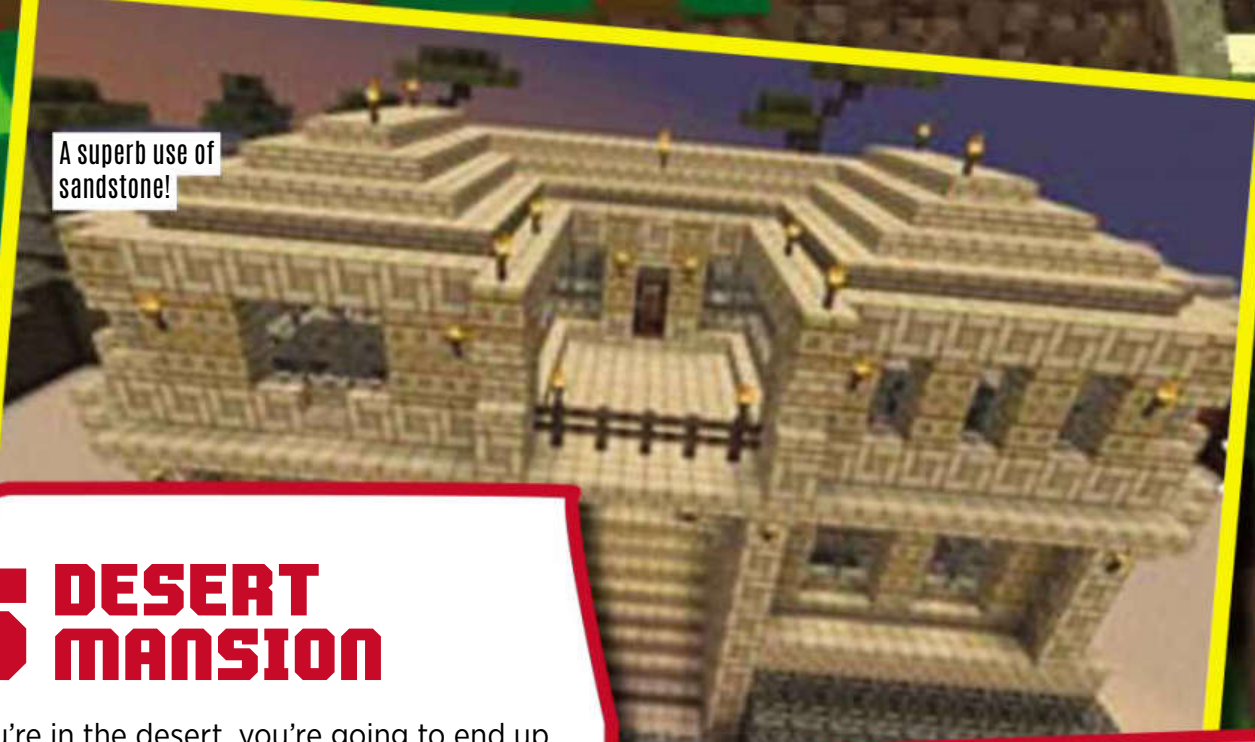
6 MEDIEVAL BARN

Proving that houses don't have to be big to be beautiful, this medieval barn has hidden depths. Built from a mixture of stone and wood, its simple design hides a clever and rock-solid construction. Nestling comfortably into its woodland surroundings, it's the perfect refuge from the mobs roaming the landscape at night.

www.tinyurl.com/MCW6TopTen6

A smaller home, but
a good one!





A superb use of sandstone!

5 DESERT MANSION

If you're in the desert, you're going to end up with a lot of sandstone. This mansion shows just what can be done with it. Part temple, part luxurious house, its huge staircase leads into a grand hallway and a variety of rooms where you can store your belongings. Upstairs, a doorway leads out onto a grand balcony where you can survey the golden landscape.

www.tinyurl.com/MCW6TopTen5



A huge villa with a magnificent tower

4 VILLA

This colossal medieval villa is big enough to get lost in. Built largely from stone, it's a three-storey construction with bedrooms, a library, a kitchen and a dining room. You can climb to the top of its tower or journey down into the cellar, which has a series of storage rooms. Lit by multiple torches, it's an imposing beast when viewed at night.

www.tinyurl.com/MCW6TopTen4



A huge villa with a magnificent tower

3 UNDERGROUND HOME

This isn't a simple cave but a huge network of stone corridors, wooden staircases and internal windows. With its own lighting, flowing water supply and plenty of storage room, it has everything you need for a life underground, even if all that stone makes it feel a bit cold...

www.tinyurl.com/MCW6TopTen3



Not your average cave dwelling...

2 DECENT SIZED HOUSE

This house has a modest title, given that it's absolutely huge! But what really interests us is not so much this building's size, but its unique design. The upper floor is almost twice the size of the lower; the top storey is essentially a huge leafy garden with the dwelling space sitting beneath it. We're not convinced that a house like this would be safe to build in real life. In Minecraft? Anything goes!

www.tinyurl.com/MCW6TopTen2

Certainly a unique design!

How cool is that glass ceiling?!

How does the whole place not flood? Amazing!

1 UNDERWATER HOUSE

Now here's a construction that really caught our eye. It's one thing cutting a sprawling lair into the ground or putting together a dwelling in a tree, but building something as complex as this under the water without it getting flooded? That's something else entirely. Darkscour's underwater house is a huge web of rooms made from stone and wood. Best of all, there's a glass ceiling so you can see all the water from the ocean floor. Brilliant!

www.tinyurl.com/MCW6TopTen1

WEBSITES OF THE MONTH

Each issue, we share a selection of our favourite Minecraft websites. This month: Doki Doki and DIY, moving cities and smashing records, making homes for hobbits, plus one miraculous escape...

DOKI DOKI COMPATIBILITY QUEST III

www.tinyurl.com/MCW6Websites1

A new version of Windows isn't the most exciting thing in the world, but news that players of the Windows 10 Beta Edition of Minecraft can join friends' Minecraft worlds on tablets and phones might be! iOS? Windows Phone? Android? It doesn't matter!

To celebrate this release, those good folks at Mojang have created a minigame called Doki Doki Compatibility Quest III. If you've ever played a Persona game it might seem somewhat familiar, but whether you have or haven't, Mojang's free web game is good for a few minutes of fun!

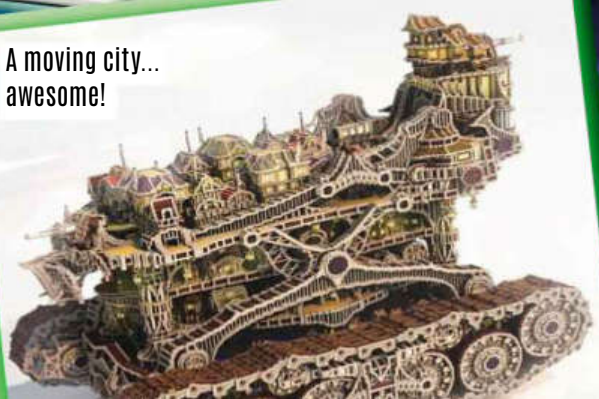
Doki Doki
Compatiblilty
Quest



Toshie

Looking for inspiration, new guy? Windows 10 eh? An... interesting OS for sure.

A moving city...
awesome!




CENTURION - THE MOVING CITY

www.tinyurl.com/MCW6Websites2

There's something inherently awesome about tracked vehicles grinding along over any terrain. And there's something equally awesome about the idea of a massive city on tracks. You don't have to just take our word for it: Philip Reeve wrote a whole series of books based on this very concept!

Anyway, Planet Minecraft user Carloooo has created their own vision of a tracked city, and boy does it look cool! The only downside I can foresee is that you'd need a tracked mine to travel alongside you... except, no, that wouldn't work. Maybe a lot of dynamite, then?

Follow the link for more gorgeous pictures as well as a video!



Why not relax
in the Shire?

THE SHIRE FROM THE LORD OF THE RINGS RECREATED IN MINECRAFT

[www.tinyurl.com/
MCW6Websites4](http://www.tinyurl.com/MCW6Websites4)

Come the year 2018, we suspect there won't be a fictional setting or a real-world location that hasn't been recreated in Minecraft. But until that day arrives, we continue to be impressed by the hard work of fans!

It took a team of 25 builders just over 10 months to recreate the Shire (that very lazy place where all the hobbits live). They aimed for as "authentic" a recreation as possible, based on author J.R.R. Tolkien's drawings and the descriptions in his books. What they've produced looks absolutely stunning!

MINECRAFT WORLD RECORDS SMASHED IN LONDON!

[www.tinyurl.com/
MCW6Websites3](http://www.tinyurl.com/MCW6Websites3)

A day of fun was had by all in early September at the first ever Legends of Gaming event, as YouTube celebrities (hello, Dan the Diamond Minecart, Syndicate, Ali-A and TWiiNSANE!) and thousands of members of the public descended on Alexandra Palace to battle it out in the field of video games.

Ali-A set a new world record for most wood mined in three minutes... which was then beaten FOUR times over the course of the day! The ultimate winner was Enkil Fernando Ceron Alvarez, who mined 99 blocks of wood in the time limit. Commiserations to runners-up Nathan Dowdall, Dylan Kalabza and Rhys Flynn! Other games were also played that day, but to find out more you'll have to follow the link...




This player really
did get lucky!

DAD BUILDS MINECRAFT BLOCK LAMP FOR SON

[www.tinyurl.com/
MCW6Websites5](http://www.tinyurl.com/MCW6Websites5)

Does anyone in your family enjoy the odd spot of DIY? Do you need a new source of light in your life? Then look no further than this one square metre diamond/redstone/gold block lamp! Helpfully, its creator has included a step-by-step guide to how this amazing lamp was made.



One lucky boy!

LUCKIEST ESCAPE

[www.tinyurl.com/
MCW6Websites6](http://www.tinyurl.com/MCW6Websites6)

This is a very short video of one player's very lucky escape from a very long fall. It just goes to show how dangerous the Nether can be if you aren't paying attention!

HUNTING GUIDE: WOLVES

Wolves are one of the few mobs that can be both friend and enemy, although most don't pay much attention to you at all. But if you want to hunt wolves, this is how you do it!



WOLVES

Wolves usually travel in packs of three or four, and can only be found in forest and taiga biomes, but this includes all of the variants of those biomes too. Although they're neutral when they spawn, they can be tamed or angered by the player, turning them into friendly or hostile mobs respectively.

Hostile wolves can be recognised by their red eyes and bare teeth. An individual wolf isn't particularly dangerous, but when you anger one wolf its whole pack will attack you, which can be much harder to fight!

WOLF TAMING

You can tame a wolf by feeding it bones collected from chests and skeletons. Each bone has a one in three chance of taming the wolf, but you may have to feed them many more before they're tamed. Tamed wolves will follow you around and attack enemies along with you.

A wolf needs full health to be tamed, and you can check its health by the height of its tail.

On the PC version, you can tame as many wolves as you can find, but on the Pocket and Console Editions there's a limit of around 16 wolves per world.



WOLF DROPS

Wolves don't drop any items when killed, whether they're friendly, neutral or hostile. However, you can collect experience by killing or breeding them. Killing an adult wolf will cause it to drop 1-3 experience orbs, whereas killing a baby wolf will result in no experience orbs.

You can breed wolves by feeding them any kind of meat, raw or cooked. Breeding two wolves will then consequently create a baby wolf and drop 1-7 experience orbs.

On the Xbox 360 Edition, you can get the "leader of the pack" achievement by befriending five wolves. They don't all have to be in the same world, just on the same Microsoft profile.

Wolves travel in packs

Feed meat to a wolf to put it in breeding mode

FIGHTING WOLVES

Wolves are very powerful in combat. Hostile wolves can see players even if they're invisible, so it's difficult to hide from them. Wolves are also one of the few mobs that will try to jump gaps to get at the player.

Wild wolves have a maximum health of eight (four hearts), while tamed wolves have a maximum health of 20 (10 hearts). Wild wolves

have different attack ratings based on the game's difficulty levels. On easy mode, wolves attack with 3.5 points of damage. On normal mode, the same attack does four points of damage. On hard or higher, the attack strength is six points of damage. All tame wolves have an attack strength of four, whether they belong to you or another player.



BLOCK OF THE MONTH

Each month, we'll teach you everything there is to know about one of Minecraft's blocks! This month: prismarine!

PRISMARINE

WHERE TO FIND IT

Prismarine is found only in ocean monuments, which can be found only in deep ocean biomes.

There are three types of prismarine, all of which act identically but look slightly different:

- Prismarine is a stone-like material and the most basic form of the block.
- Prismarine bricks are also very common and form much of the ocean monument's internal features.
- Dark prismarine is the rarest type and found in only a few places inside ocean monuments.

All types of prismarine have a relatively high blast resistance of 30 (the same as cobblestone), which makes them useful as defensive or decorative blocks.

The four prismarine-based blocks

HOW TO MINE IT

Prismarine can be mined using any pickaxe, and will drop the relevant prismarine block. Using any other tool destroys it completely. Since prismarine spawns underwater, mining it can be slow without enchantments – helmets with Aqua Affinity speed up the process.

Elder guardians, which spawn in monuments, can also inflict the Mining Fatigue status effect. This makes it nearly impossible to mine prismarine, putting you at risk of suffocation. Always take out the elder guardians before trying to mine any large amount of prismarine!

Guardians and elder guardians also drop prismarine shards, which can be crafted into prismarine blocks.

The top of an ocean monument is the easiest bit to see

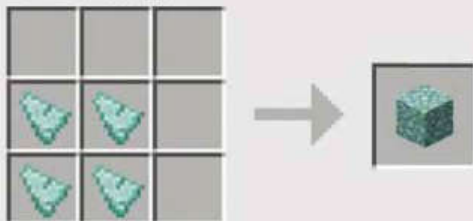


Monuments are made entirely of prismatic

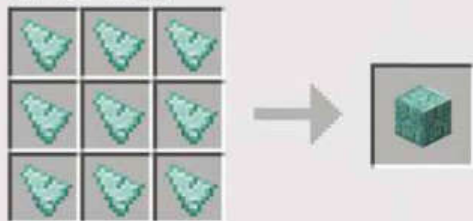
HOW TO USE IT

At present, prismatic is completely decorative and has no extra use as a crafting material. Prismatic shards can be turned into prismatic or prismatic bricks using the following recipes:

Crafting



Crafting



You can also craft dark prismatic by combining eight shards with an ink sac using the following recipe:

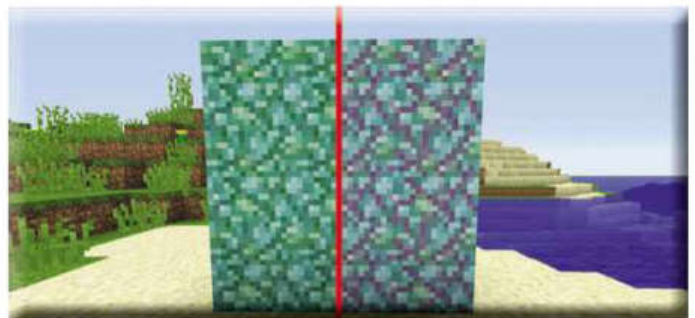
Crafting



Sea lanterns also contain prismatic, and can be crafted out of shards and crystals, both of which can be obtained from killing guardians and elder guardians.

PRISMATIC SECRETS

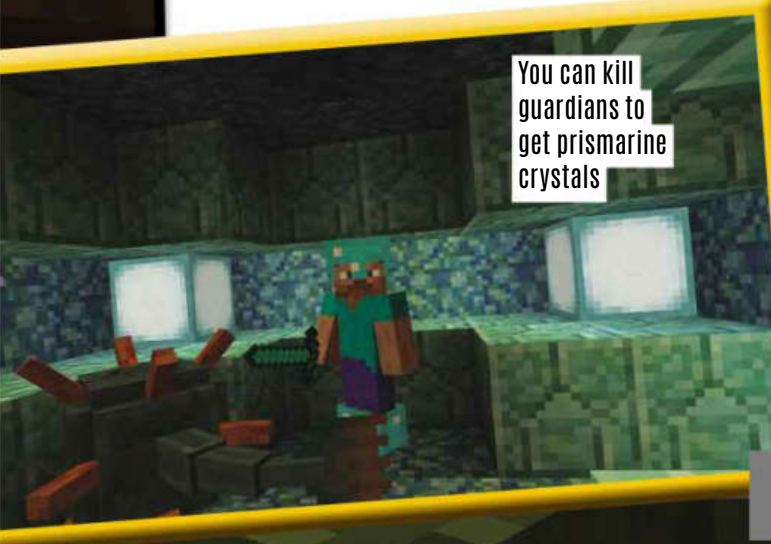
Normal prismatic is a fun block to use for decoration because it has an animated texture that cycles slowly through several different colours. It takes five-and-a-half minutes to return to its original state.



Prismatic was revealed in May 2014, and named by Reddit user AjaxGb as part of a competition. Minecraft's project leader Jeb said he chose it because: it sounded good; referenced water with "marine"; referenced the colour changing with "prism"; and didn't mean anything else in the real world.

Dark prismatic is the only block that requires you to kill two mobs to generate: guardians and squid.

If you try to mine a sea lantern, it will break into 2-3 prismatic crystals unless you have the Silk Touch enchantment.



You can kill guardians to get prismatic crystals

ASK US ANYTHING

I've seen a few screenshots of capes in the Pocket Edition of Minecraft, but how do I get a cape?
Oliver, Bedfordshire.

It's hard to get a cape in any version of Minecraft. They're only awarded to players for very special reasons, usually for being in a specific place at a specific time, and they're stored on your Mojang account so there's no way to get them unofficially. Your best bet is to attend Minecon, which gave out capes to attendees in 2011, 2012, 2013 and 2015.

If you're able to use mods in your Pocket Edition (i.e. if you're running the Android version and have BlockLauncher installed), you can download a Capes mod from:
tinyurl.com/mw-pecapes

To install it:

1. Download the mod file onto the Android device
2. Open BlockLauncher and tap the wrench icon at the top
3. Select 'Manage ModPE scripts'
4. Tap "Import"
5. Tap "Local Storage" then navigate to wherever you saved your mod file (usually 'downloads').
6. Select the mod to install it

You will then be able to launch the game as normal to see the mod in action! You might want to ask an adult to help you with this, and don't download any apps without getting permission first!



There's no block in the game that makes a little waterfall, so how come it happens sometimes? Please see the picture (below) so that you can see what I'm talking about! It's quite rare!

Annie

Ah, yes, this is indeed quite rare. We can't say for certain what's caused it in this case, but it normally happens if you load an old world in a new version of Minecraft.

Sometimes the world generation algorithms change between versions of Minecraft. In particular, the version that added new biomes like savanna and mesa (version 1.7.2) also changed the height of the sea level by one block.

This meant that if you loaded a world from an earlier version of the game in 1.7.2, any new terrain had a slightly lower sea level. In general, this wasn't a problem, but occasionally a new chunk of ocean would connect to an old one, leading to weird waterfalls like the one you've pictured below.

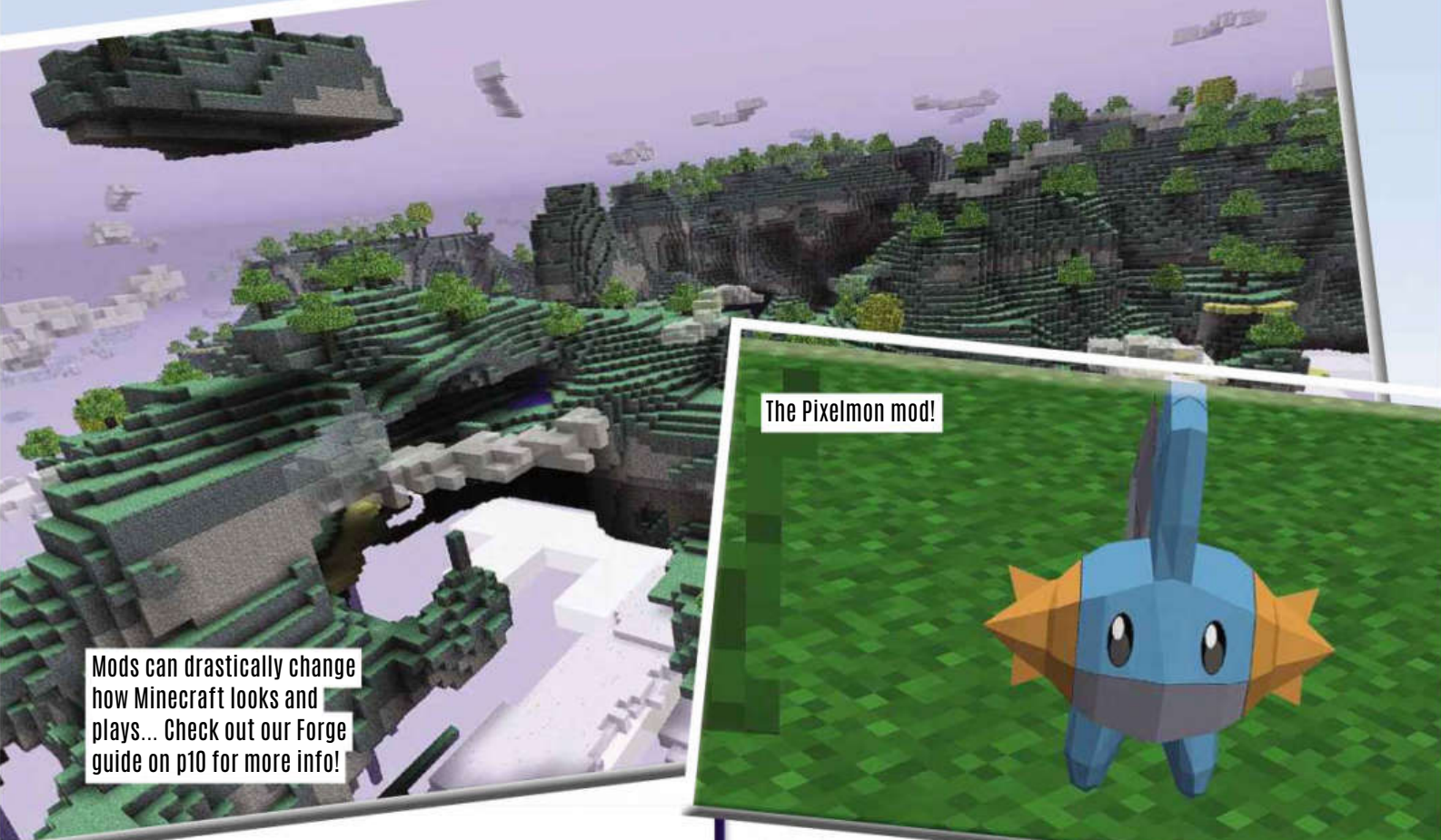
It's nothing to worry about, though, just two different chunks of the game connecting, and the water won't flow over the boundary unless you interact with it. This kind of thing doesn't just happen in the ocean, either. Check out these screenshots where similar glitches have been seen inland, causing biomes to be chopped off unexpectedly!

The waterfall

Glitches do pop up from time to time...

When worlds (sort of) collide

That's a tree with some soggy roots!



The Pixelmon mod!

How do you put mods on a Mac? It's really important because my friends have Macs and need to know so they can play mods like Pixelmon with me. (I'm on a PC.)

**Many thanks,
Luke Church, Redhill**

Installing mods on a Mac is more or less the same as installing mods on a PC. You can see our Forge guide in this issue for detailed instructions on what to do, but your friends who are on a Mac should download the Universal Installer.

Also, instead of looking for their Minecraft in the user directory, they should look in “~/Library/Application Support/minecraft”.

The whole process is quite long, so if you want a Mac-specific version with screenshots, we found one here that should work:

tinyurl.com/mw-macforge

Hope that solves your problems!

**How do you make a mod?
James Holt, Oxfordshire**

To be honest, making a mod is a very difficult and complicated procedure, and there are lots of different ways to do it. If you've never done any computer programming before, it might be too complicated for you to manage, and there certainly isn't enough space to explain it here!

Sorry if that isn't a satisfying answer. A good place to find out more is the Minecraft GameWiki, but it's mostly aimed at adult coders:

tinyurl.com/mw-minewikimods

However, if you're reading this and also want to know how to make mods, let us know! If there's enough demand, we'll try and write a series of articles in future issues to help you get started.

An emerald beacon up close



I was wondering: what are beacons, how do I make one, and why are they in the game?
Stephen D

At the moment, it seems the only reason they're in the game is to give players a goal to work towards once they've done all the other hard things, like defeating the ender dragon and the wither. You can't build a beacon until you've defeated the wither and collected a Nether star, after all!

To build a beacon, you have to build a 3x3 platform of metal or mineral blocks, then place a beacon block on the centre of the platform. This is a one-level pyramid. The biggest and strongest beacons have four levels and require 164 blocks, or 1,476 gems/ingots!

Beacons must be placed under open sky to activate correctly. You don't have to use the same type of blocks to build a pyramid, and the material has no effect on the

beacon's behaviour, only its appearance. For that reason, use iron blocks as they're the most common mineral!

Once lit, a beacon will fire a beam of blue light into the sky, which is visible from up to 170 blocks away. They're useful as a landmark, but also provide status effects in a 20-50 block radius, which can be chosen when activated. Pyramids with more levels have greater radius effects. The available power effects are Speed (move faster), Haste (mine faster), Resistance (improved armour), Jump Boost (more powerful jump) and Strength (increased melee damage).

Build a beacon to get the final achievement



Have **YOU** got a question for us about Minecraft? Then email incoming@everythingmw.com

PUZZLE PAGES!

Have fun with this issue's trio of terrific brain-teasers!

SPOT THE CREEPERS

Can you see five hiding here?



| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| S | K | E | L | E | T | O | N | A | D |
| R | C | O | W | P | O | T | H | S | I |
| M | E | V | F | Z | P | L | A | Y | A |
| P | G | S | W | M | F | X | G | Z | M |
| V | C | U | P | U | E | S | X | X | O |
| T | H | I | N | A | C | R | A | E | N |
| O | E | G | P | W | W | R | U | V | D |
| N | S | L | Y | O | D | N | E | E | N |
| G | T | R | Z | G | H | O | S | T | B |
| W | I | T | H | E | R | T | O | S | E |

WORDSEARCH

Can you find these Minecraft-related words? You'll need your hunting skills to find some of them!

AXE
COW
CHEST
DIAMOND
GHOST

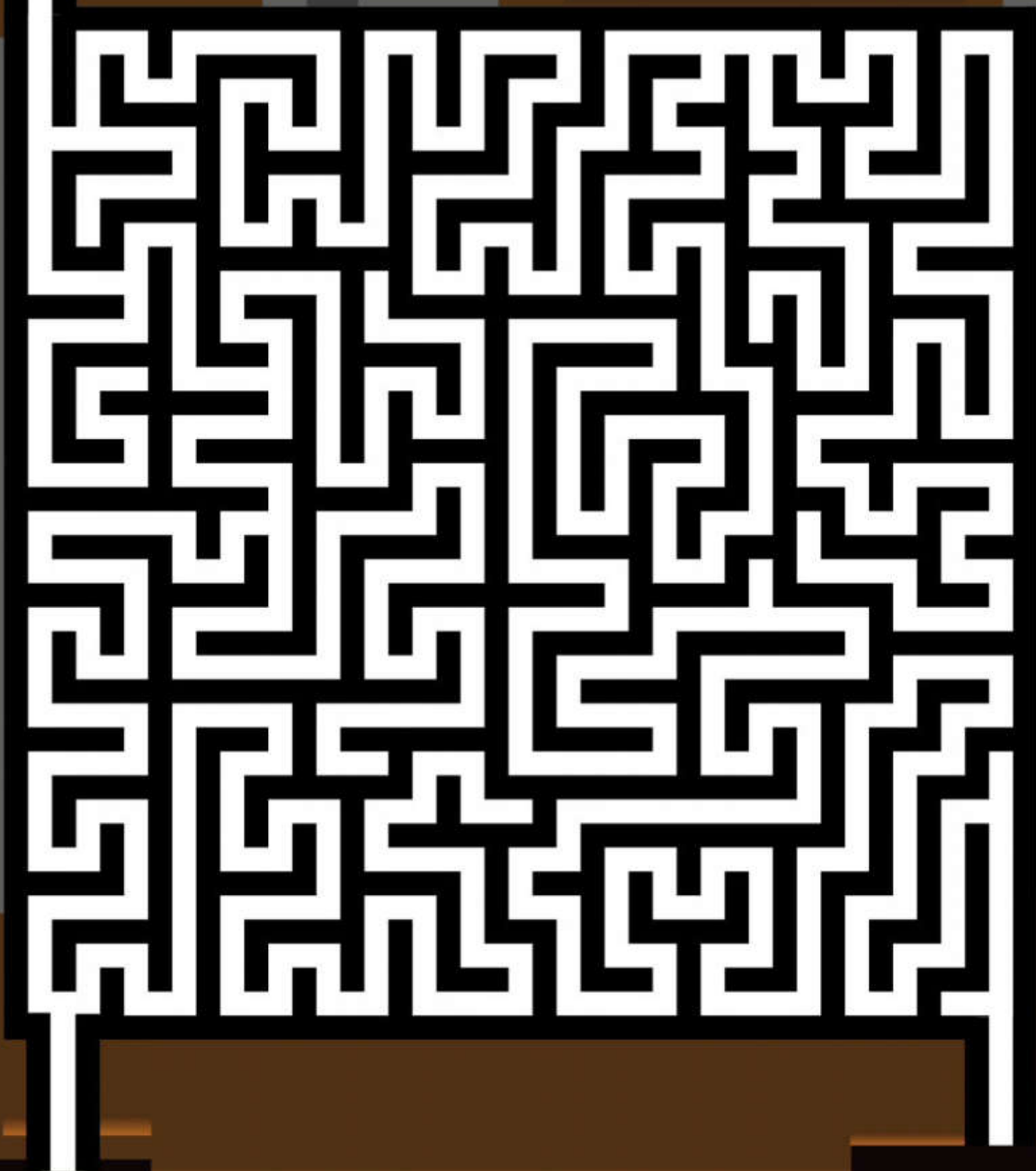
RESPAWN
SKELETON
STEVE
WITHER

You'll find the answers on page 47!

MAZE RUNNER

START

Can you navigate the
maze? Be careful not
to fall into the lava!



GAME
OVER

FINISH

BECOME AN EXPERT

Each issue of Minecraft World is packed full of news on what's happening within the online community. Become an expert with tips on achieving various goals, tutorials, puzzles and plenty of expert advice. Get all this, and more, for just £19.99 every 6 issues.





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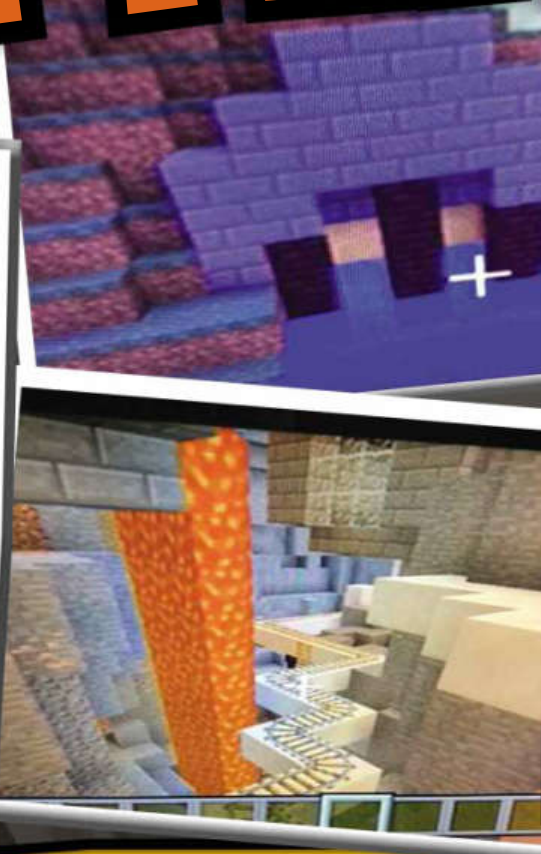
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16%**

YOUR LETTERS!

Thank you to so many of you for taking the time to write in and tell us all about your fantastic Minecraft creations, collections, cakes and ideas! We love receiving all your interesting letters, so be sure to get in touch with us about anything Minecraft related!

You can write to us via email.
Our address is:
incoming@everythingmw.com

We look forward to hearing from you! Here's the latest collection of letters...



SEAN'S LAIR!

Hello, my name is Sean Beatty and this is my secret lair (left).

I love your magazine! I'm 10 years old and I started building this about a week ago. I hope you can put it in your magazine!

Sean

We certainly can! That's excellent work, Sean - but do make sure you keep your lair defended!

SUGGESTIONS!

First, a mistake: on p5 of issue 5, you describe the beacon block as "the hardest block to make as you must kill the Nether to get a Nether star!" It should say 'you must kill the *wither* to get a Nether star'!

I also have a few suggestions. First, I think Mineatlas should be featured as Website of the Month. Here, you can enter your seed and it

will show you a map of all the biomes on that seed and where they are. It can also show the location of likely villages, jungle temples, witch huts, your spawn location, ocean monuments, desert temples and slime chunks.

You can even input your level.dat file and it will show your exact location. You can find the site at **www.mineatlas.com**

Finally, I think you should feature Minecraft YouTube channels that are good, but have fewer than 100 subscribers. Lots of people know about the ones with millions of subscribers, but not many know about the small ones. Here are a couple of suggestions for you: Clevprof: **tinyurl.com/nzs2kdy** Storm1947: **tinyurl.com/MCWStorm**

Yours Minecrafty,

Clevprof

Well, Clevprof, we're happy to pass on your recommendations - and well spotted on the typo. We've fed the person responsible to a creeper! Thanks for your suggestions too, we might just be using one or two of those! What else would people like to see in the magazine? Let us know!

FLOWER POWER!

I just wanted to say I picked up issue 4 and thought it was GREAT! Keep up the good work. Oh and by the way I finished the flower challenge. See you. :)

Liam O'Keefe

Thanks for your kind words, Liam. We're going to have to start setting tougher challenges!

TABLE TENNIS!

I hope you like and put this table tennis table I made in the next *Minecraft World* magazine.

Jack

Jack: we do and we have!



MEET ALFRED!

This is a picture of my son, Alfred Shepherd. He's seven years old and crazy about Minecraft. He's so knowledgeable on the subject that he regularly bends the ear of anyone in verbal range about it for hours on end!

He lives and breathes Minecraft... and we encourage his commitment to learning about it as he struggles with some aspects of learning at school as he is dyslexic. With Minecraft, he has no limits, so it builds up his self-esteem. He may not be able to write it down, but he can talk about it until the cows come home!

He loves your magazine and would be over the moon with excitement if you could show off his collection of Minecraft goodies.

Regards

Proud mummy Diane

Let's hope those cows never come home, Diane. And Alfred: keep talking about Minecraft, and make sure you tell your mum all about it on a daily basis!

SEED RECOMMENDATIONS

Two of you have been in touch recommending world seeds following our feature in issue 4...

7748352782476129362 is a really cool seed because there's a desert temple very near the spawn, and in the chests there's a total of 34 gold ingots. There's a swampland nearby as well!

Alexander Mawhinney

My Minecraft seed is a Pocket Edition seed. It spawns you in an infinite jungle with numerous caves containing diamonds and other ores. I hope you might put my seed in the next issue of *Minecraft World*. The seed is: -1972831246.

Kathryn Tartari

Many thanks to you both - and keep those recommendations coming!

MINECRAFT WORLD IN MINECRAFT!

I've spent ages building this for all of you at *Minecraft World* because you and your magazine are so amazing. Please may it feature in issue 5? It comes out three days after my birthday and it would be so out of this world if I could feature in it. Thank you so much for reading this email. I really do appreciate it.

Michéal Nestor

Michéal, issue 5 had sadly gone to print by the time we got this, but we've made sure it's here in issue 6! Thank you so much for doing it, and we hope you had a great birthday!

MEET MY CREEPER!

I love creepers and this magazine! I made this out of lime and dark green wool as well as black wool. My mum and brother read this magazine too! I love TheDiamondMinecart – he's very good since he reviews mods.

If you put this into your awesome magazine it will make our day.

Hannah Whyte

Hannah, we hope your day is made! We love your creeper! Say hello to your mum and brother for us and make sure they know they're related to a very talented builder!

BIG LORRY!

I built this massive Eddie Stobart truck in Minecraft Pocket Edition. It took me three days and I'm already working on another one.

I'd love it if you could put this in your magazine as it's the best magazine I've ever read about Minecraft. I do think that you could put more information about the PS3 and Xbox Editions, though. Thanks!

Chloe Skates

Thank you, Chloe – amazing work! Your request for more PS3 and Xbox Minecraft coverage has been noted too!

AUTOMATIC DISPENSER

This is my design for a redstone automatic dispenser. When you put something in the chest, it will drop into the hoppers and continually flick back and forth (this is called a metronome – I got that from your chicken farm).

The comparator next to the hoppers will flick on and off. The signal goes through the stone block and causes the dispenser to fire on and off continually.

To turn it off, I placed a sticky piston above the

stone block, connected a redstone wire to it and linked that to a lever that was continually on. When you flick the lever, it pulls the block up and breaks the circuit.

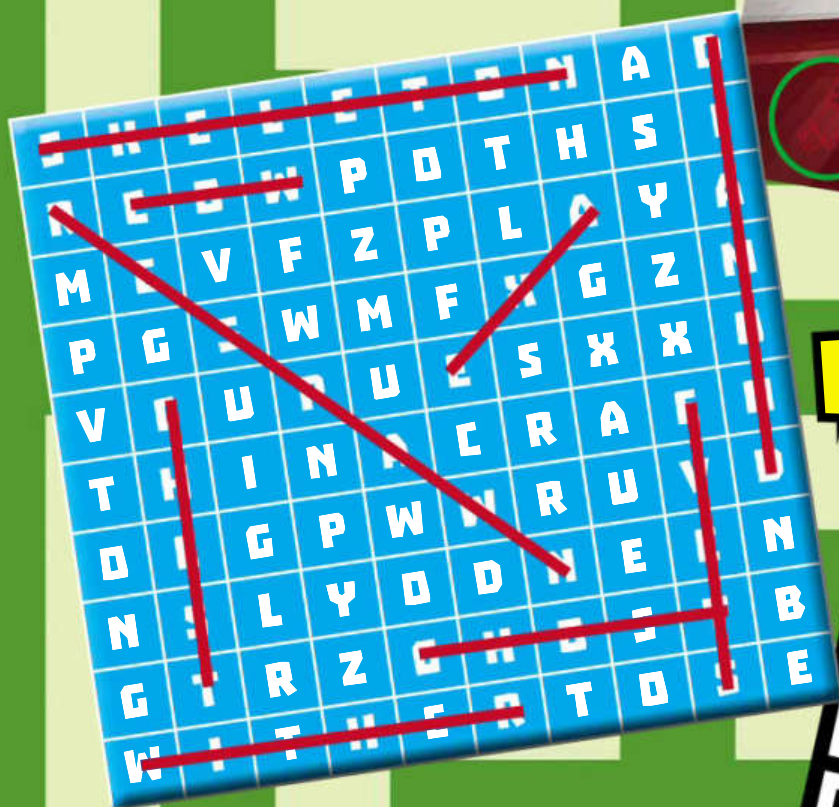
Thomas Beglin (aged 11)

Thomas, that's brilliant! We love the detail you've gone into on your build too. High five to you!

If you've built something in Minecraft, take a picture, send it in and tell us about it!

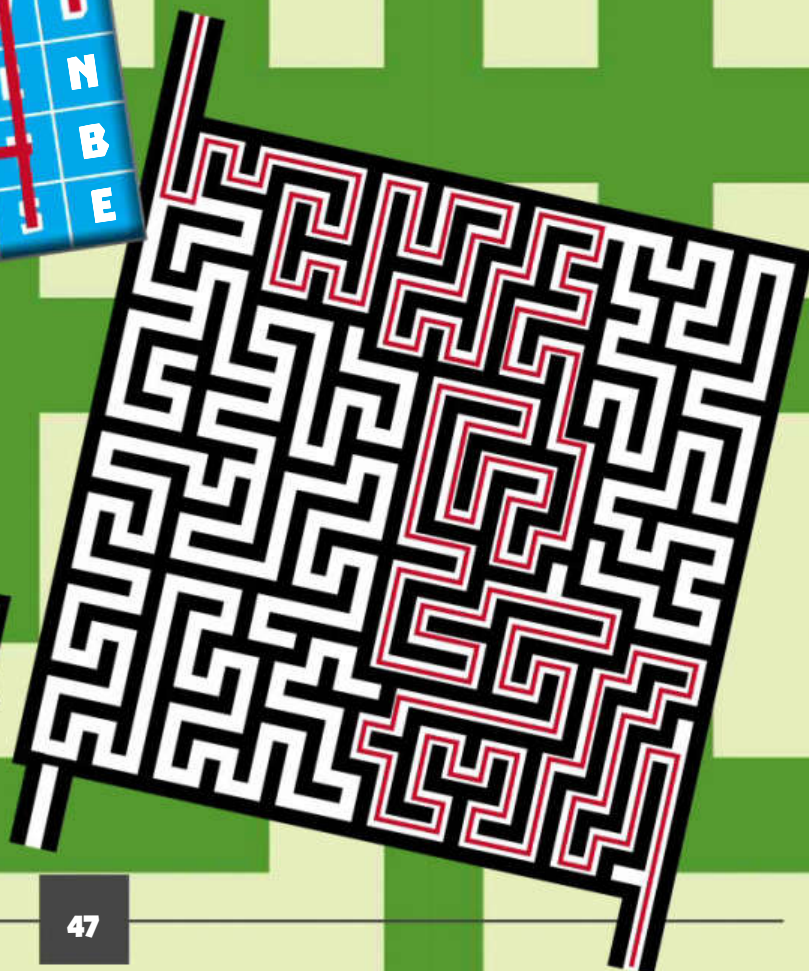
ANSWERS

SPOT THE CREEPERS



WORDSEARCH

MAZE RUNNER



CHALLENGE OF THE MONTH

DRY OUT AN OCEAN MONUMENT

Ocean monuments are one of the most difficult parts of the game to beat, and a lot of that is because it's very hard to understand what they look like and how they're put together. Drying out a monument makes things much easier and allows you to farm guardians, but it takes a long time!

DIFFICULTY: VERY HARD

To dry out an ocean monument, you first need to find one! Look in deep oceans for the tell-tale ocean lanterns and arches that give away their position.

Once you've found one, it's time to start draining the water. We recommend doing it in creative mode – partly so that you can use

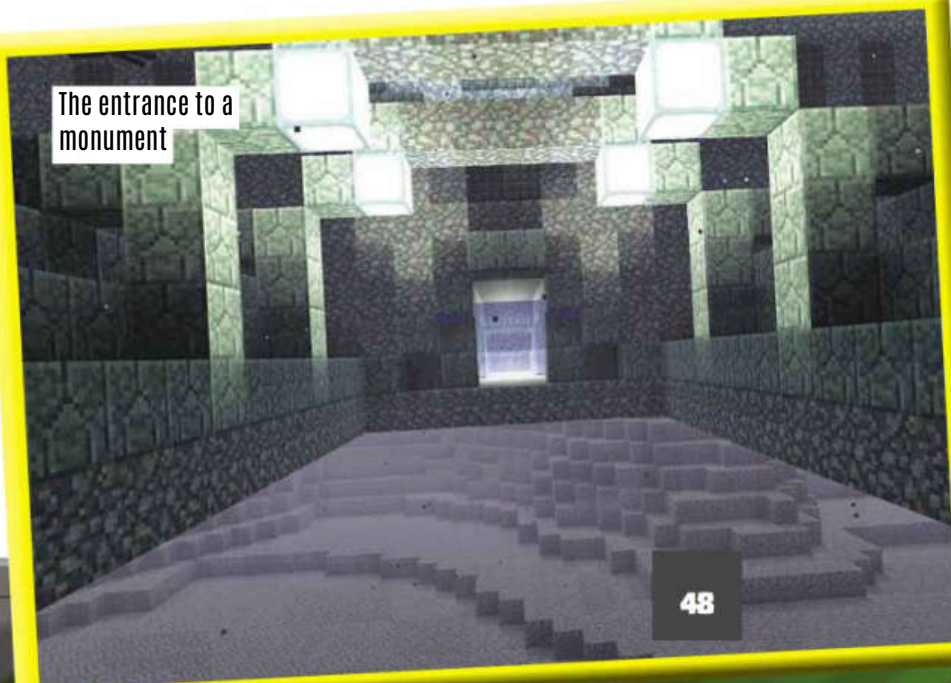
sponges, and partly because it would take forever to do it in survival mode!

Find the underground entrance and swim up to the highest point in the temple. If you place sponges at the top of a room, it's more likely to prevent the water source blocks from being regenerated from above.

Once you've cleared an air pocket, you'll be able to see where the rest of the water is, so keep draining it with sponges until the whole monument is dry and you can then explore freely.

If you want to create a guardian farm, leave a small amount of water inside. Guardians spawn in any water inside a monument, so if there's only a little bit to choose from they'll always spawn in the same place.

The entrance to a monument





Dry out monuments
with sponges


WHAT NEXT?

Here are some ways you can make the challenge a bit more interesting:

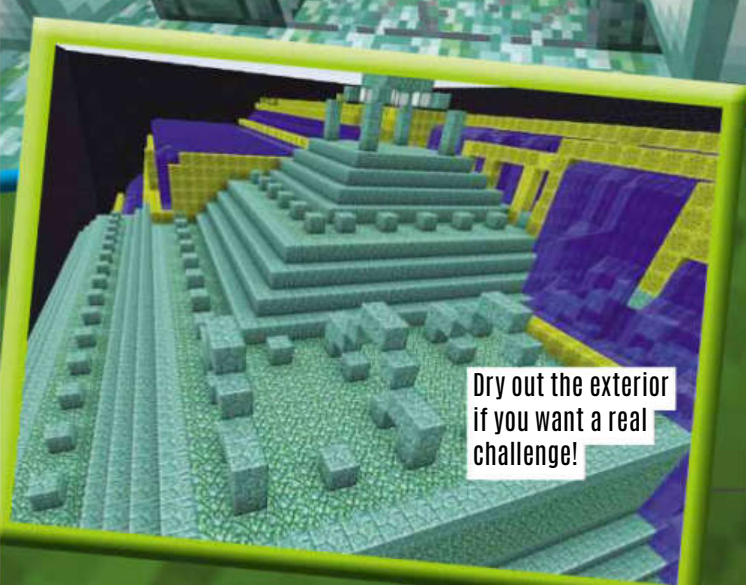
» Do it in survival mode if you think you're strong enough to stay underwater that long!

» When you've dried out the temple, build an access pipe to the surface and make it your new base!

» If you're feeling particularly brave, build a giant wall around the monument and dry up the outside too. It's VERY difficult, but rewarding!



Leave some water
and guardians
should appear



Dry out the exterior
if you want a real
challenge!

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MINECRAFT CREATION OF THE MONTH

Each month, we take a look at some of the amazing things people are creating in Minecraft so that you can try them out yourselves or use them as inspiration for whatever you build next!

GIZA NECROPOLI

Minecraft makes it possible for people to create easy-to-explore versions of places that no longer exist. Planet Minecraft user RobbieMar has used the actual floor plans and schematics of the pyramids to recreate them and their surrounding buildings in Minecraft.

The whole area is designed to look exactly like it would have when the last pyramid was built. If you haven't got your own time machine, this may be the next best way to visit!

WHAT TO LOOK FOR

- Sphinx, with its completely painted head.
- Large tombs, which hide all kinds of items and valuables left for the dead to take to the afterlife with them.
- Canals, which you can navigate by boat if you find one (there's a chest full of boats somewhere!)

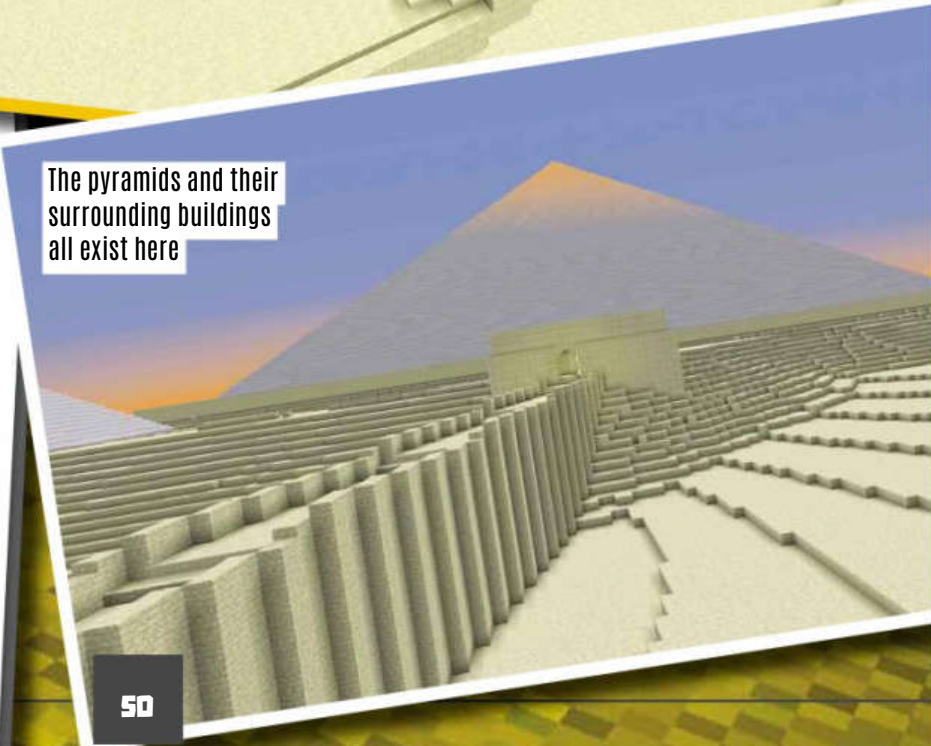
WHERE TO GET IT

PC users can download the map at: tinyurl.com/mw-egypt
Remember to ask an adult to help you!

The spectacular
Sphinx



The pyramids and their
surrounding buildings
all exist here



COMING UP IN OUR NEXT EPIC ISSUE!

MINECRAFT: STORY MODE

IS IT ANY GOOD?

CLEVEREST
WEAPONS IN
MINECRAFT

POTIONS
SPECIAL

HOW TO
MAKE A
BRILLIANT
BASE

AND MUCH
MORE!

MINECRAFT
WORLD
ISSUE 7 IS ON
SALE 12TH
NOVEMBER
2015!

WIN!



MINECRAFT GOODIES!

One lucky reader this month will get this bumper bunch of goodies! Just answer the following question...

WHICH OF THESE ISN'T A TYPE OF GOLEM IN MINECRAFT?

Is it a) Sun Golem or b) Snow Golem

CLOSING DATE:

**11.59PM ON
30TH NOV 2015**

HOW TO ENTER

If you're under 18, ask a parent/guardian to enter for you. To answer, email comp@everythingmw.com. In the subject line, label it Issue 6 plus your answer. In the email supply your name, age, address and daytime phone number.

GOOD LUCK!

COMPETITION RULES: This competition can only be entered by email. The promoter is Dennis Lifestyle Limited, registered address: 30 Cleveland St, London, W1T 4JD. **1.** Entrants under the age of 18 years must get permission from their parent or guardian to enter on their behalf. **2.** Please make sure we have your entries by 11.59pm on 30 November 2015. We can't include entries which arrive after this date and we can't accept responsibility if your entry is lost. **3.** You can enter if you live in England, Wales, Scotland, Northern Ireland or the Channel Islands, unless someone who lives in your house works for Dennis Lifestyle

Ltd. **4.** By sending in your pictures you are giving us permission to publish this in the magazine. Please be advised that we will be unable to return any entries. **5.** By entering the competition, you agree that you have read these rules and that you will follow them. **6.** We will choose the winners at random from all of the correct answers we receive. **7.** One entry per household. No bulk entries permitted or entries made by other people on your behalf. We will disqualify all entries which break this rule. **8.** If you win, you will receive the prize described. We won't swap the prize for cash. If there's ever a reason why we can't give you exactly the

same prize, we'll give you something equivalent or better. **9.** Winners will be contacted within 28 days of a competition closing date, by email. Prize fulfilment will be within 28 days from the date we receive the winner's address details. **10.** If we contact you to tell you you're a winner, but you don't reply within a month, we may have to offer the prize to a runner-up. **Your details:** We will use your name, address and any other details that you give us to run this competition. If you win, we will pass them to the person who's providing the prize so that they can post it to you, and we may use your first name and county in the magazine or on our

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